



Art by Kalleeck

CLERIC: GREED DOMAIN

Some worship gods of unity, while others worship gods of nature, but to Greed Domain clerics, these gods pale in comparison to the true deity in charge of the world, gold. Everyone wishes for gold, gold is the only god that can be touched, kissed, and whose power can be felt by all. There is never enough money, land, power, or magic in the world. They constantly need more - and they'll get it no matter what.

Guardian Domain Spells

CLERIC LEVEL	SPELLS
1st	charm person, identify
3rd	locate object, suggestion
5th	major image, tiny hut
7th	resilient sphere, secret chest
9th	creation, legend lore

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor and thieves' tools.

Ransack Magic

At 1st level, you cannot stand to see others in possession of magic, and have learned deviant ways to take it for yourself. Whenever a creature other than yourself within 60 feet of you loses concentration on a spell, you may use your reaction to try to gain control of that spell. Roll a d20 and add your Wisdom modifier. If the total is higher than 10 + the spell's level, you begin to concentrate on the spell. The spell's area, remaining duration, range, and target remain the same. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

Channel Divinity: Avarice

Starting at 2nd level, you can use your Channel Divinity to believe yourself to be the center of the world, despite any evidence to the contrary.

As a reaction to seeing a spell being cast that targets a single target, or that targets multiple creatures individually (such as bless or scorching ray), if you are within its range, you may expend one use of your

Channel Divinity to become the new target of the spell. If the spell requires you to make a saving throw, you gain advantage on that saving throw.

Alter Aspects

Starting at 6th level, you've learned to assume a stronger control over the spells of others. While concentrating on a spell you did not cast, you can use your bonus action to change the spell's target or move the spell's area.

Once you've used this feature, you can't do so again until you finish a short or long rest.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with mental avarice. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Greed Incarnate

At 17th level, your greed knows no bounds, allowing you to devour all magical energy surrounding you. You gain the following benefits:

- Whenever a spell is cast within 90 feet of you, regardless of if you are in its original range or not, you may use your Uncanny Avarice on it.
- You gain advantage on checks made with your Ransack Magic feature, and uses are only expended on successful checks.